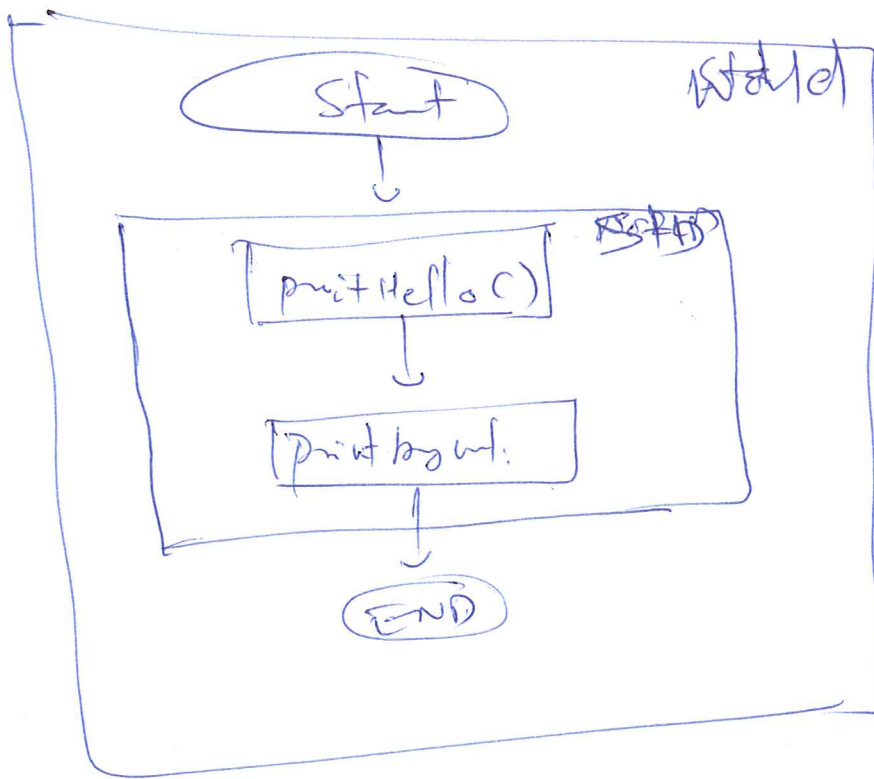


1.



5.

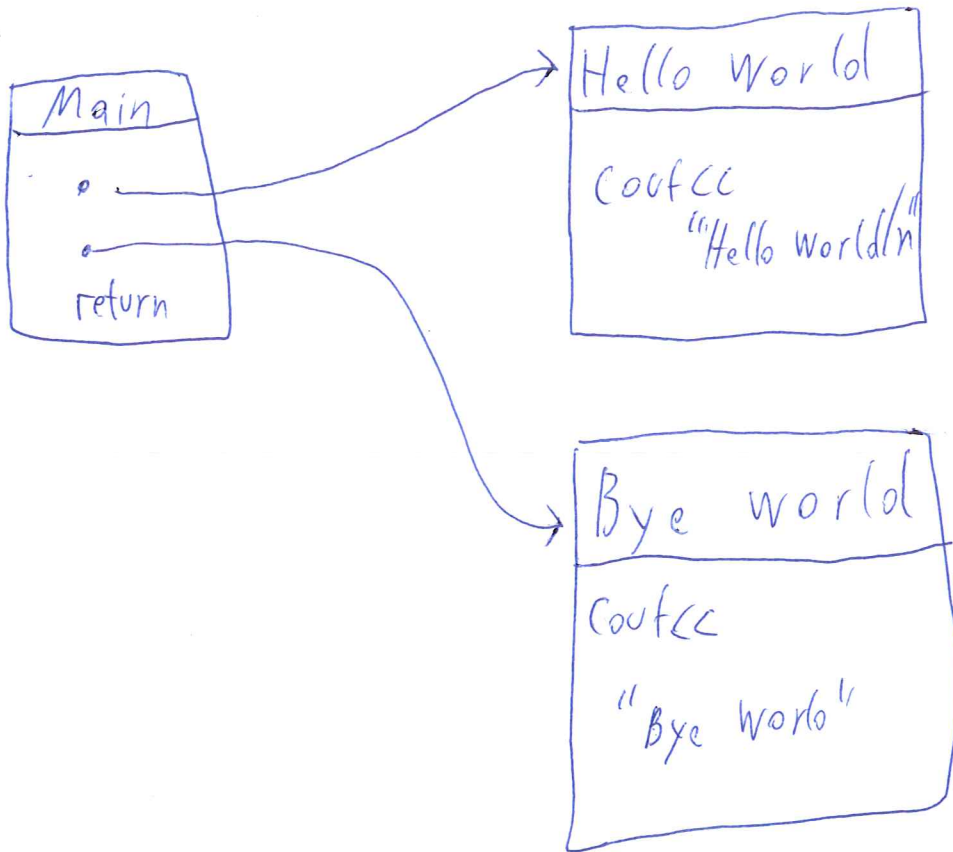
Namespace

```
void printHelloWorld()  
void printByeWorld()
```

Main

```
call World::printHelloWorld();  
call World::printByeWorld();  
return 0;
```

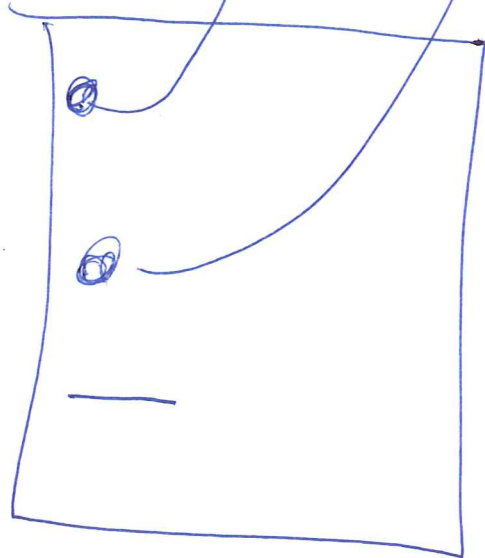
5



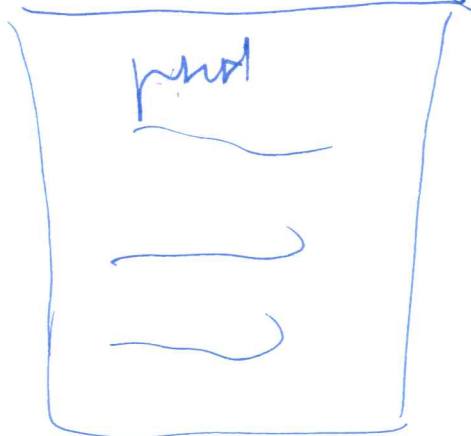
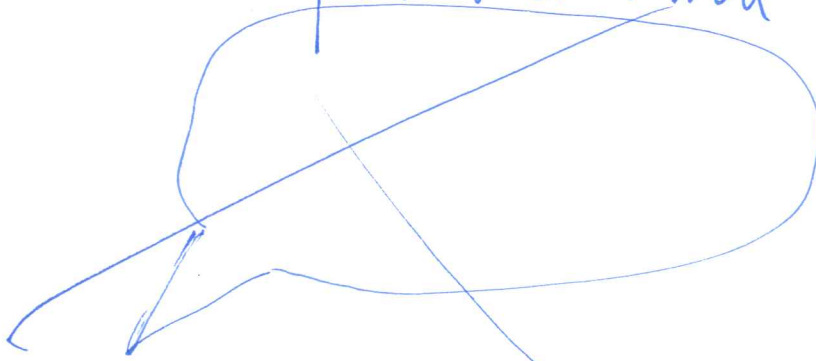
8.

PRINT HELLO WORLD

PRINT BYE WORLD



print Hello World



it main()

